SIMCITY™

GRAPHICS

User
Documentation

SET #1
ANCIENT
CITIES

ANCIENT ASIA
Graphics by Mimi Doggett

It is the year 1234. You are a descendant of a powerful Samurai family. You have gone out on your own to found a new city. You intend to build your city to greatness and someday become the Shogun over all Asia.

ZONES
To ensure that your city is well designed for both growth and aesthetics, you decide to design it yourself. You designate areas for your subjects to live and work. The residential areas range in size and density from small family compounds to large palatial pagodas. The commercial areas are filled with everything from individual shops to huge markets where goods are sold and exchanged. The industrial areas are primarily farmlands. Your city's industrial income may be supplemented by the fishing industry.

Building a harbor will allow fishing, increase your trade, and promote growth of your industries. Building yourself a royal palace will greatly increase the commerce within the village. You, your royal family, and your staff and servants, are the prime consumers of the goods manufactured in your village.

WATER AND POWER
You must provide your village with an aqueduct system for irrigation, drinking water, and sanitation. Your ancient Sims won't move into areas that aren't hooked up to a water source —either a well or a water wheel.

TRANSPORTATION
Your Sims travel from place to place by foot, or by horse on dirt roads. There are also special paved roads/tracks, for rickshaws, which carry high-density traffic at high speeds.

CRIME AND POLLUTION
In spite of strict and swift punishment of criminals, there is still crime in your city. Thieves steal anything from food to precious jewels. There are also ambitious citizens who will plot and murder for enough power to challenge your right to rule.

Pollution is primarily caused by the unsanitary practices of animals and humans.

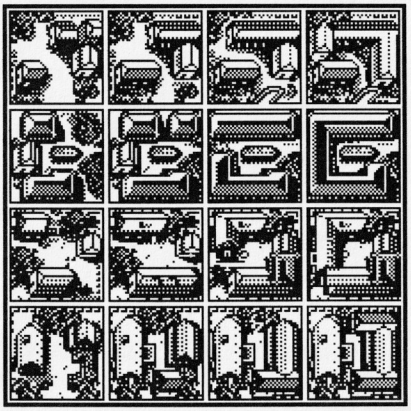
DISASTERS
You are still at the mercy of most of the old SimCity disasters—earthquakes, floods (Tsunamis), fires, and monsters—plus Chinese dragon blasts, typhoons, and plagues.

MISCELLANEOUS
- There will be dragons and huge box kites in the sky once you build a castle.
- Use your plow to clear forests and raze buildings for redevelopment.
- For entertainment, you can go to the Sumo Wrestling Arena.

ZONE EVOLUTION CHART

Density increases from left to right.
Land value increases from top to bottom.

RESIDENTIAL



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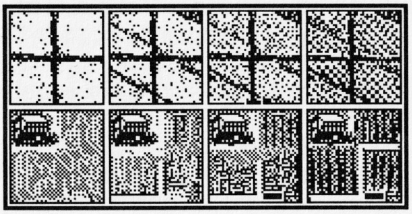
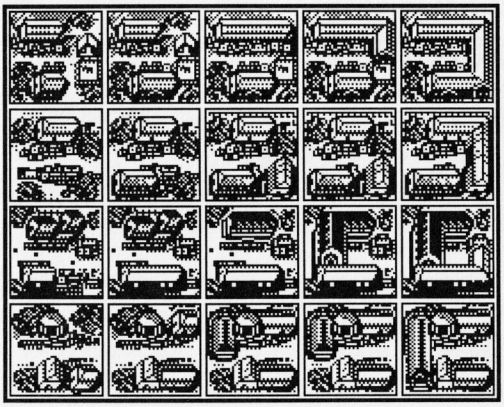
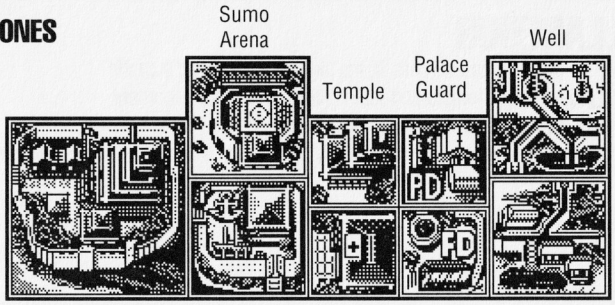


COMMERCIAL



SPECIAL ZONES



MEDIEVAL TIMES
Graphics by Joanne Ashdown

It is the year 1491. Once a pauper, begging and stealing for survival, you struck off on your own in search of fame and fortune. You are now the Founder, Lord and Master of your own village.

ZONES

Being a very progressive person for your time, you designate areas for your villagers to live and work. The residential areas range in size and density from small cottages to large estates. The commercial areas, filled with shops and services, range from individual shops to market bazaars. The industrial areas also range in size, and consist primarily of wind powered wheat grinding and textile production.

Building a harbor will increase your trade and promote growth of your industries. Building yourself a castle will greatly increase the commerce within the village. You and your royal family, your staff and servants, are the prime consumers of the goods manufactured in your village.

WATER AND POWER

There is, of course, no electricity, but your village has an aqueduct system for irrigation, drinking water, and sanitation. Your medieval Sims are very proud of their aqueduct system, and are spoiled enough that they won't move into areas that aren't hooked up to a water source —either a well or a water wheel. Some of your industries use wind power.

TRANSPORTATION

Your main mode of transportation is the human foot, with an occasional horse on the dirt roads. There are also small paved roads or tracks, for horse carts that carry high-density traffic.

CRIME AND POLLUTION

The crime in your city ranges from petty pickpockets to small-time thieves to highwaymen that rob and murder travellers—they take from the rich and keep it for themselves.

Pollution is primarily caused by unwashed peasants, badly tended stables, and the fact that sewers haven't been invented yet.

DISASTERS

You are still at the mercy of most of the old SimCity disasters - earthquakes, floods, fires, tornados, and monsters—plus dragon blasts and plagues.

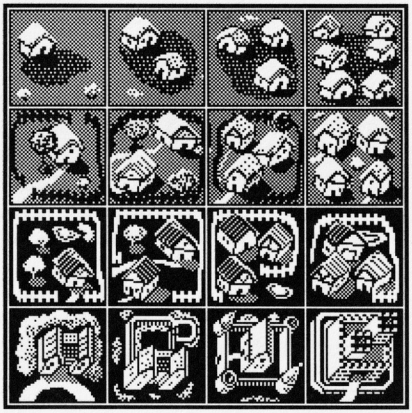
MISCELLANEOUS

- There will be dragons and witches in the sky once you build a castle.
- Use your plow to clear forests and raze buildings for redevelopment.
- For entertainment, you can go to the jousts.
- Your fire department is a bucket-brigade system using "volunteers"—everyone in the village.

ZONE EVOLUTION CHART

Density increases from left to right.
Land value increases from top to bottom.

RESIDENTIAL



INDUSTRIAL

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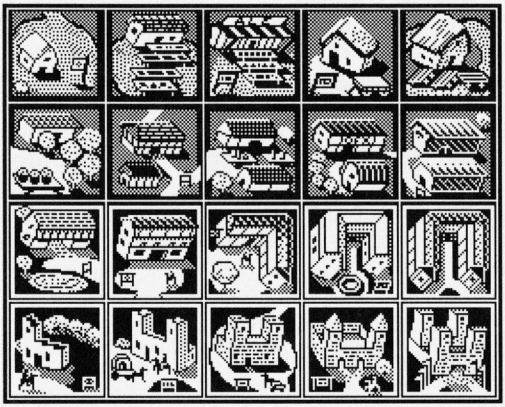

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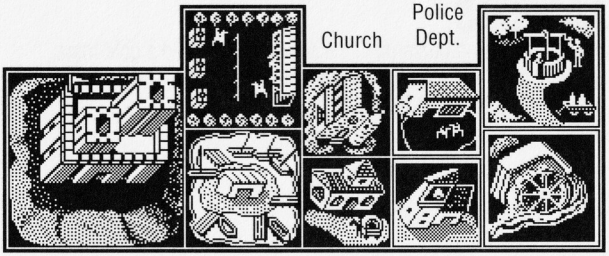


WILD WEST
Graphics by Lee Gaskin

It is the year 1849. You headed out west to find gold, but after years of digging and panning and starving and sleeping in the dirt, you realized that you'd be better off living in a town providing services to the ever-increasing miner population. You decided to start a hotel, saloon and general store, and try to build it up into a real town—with yourself as the Mayor.

ZONES

Keeping peace in a frontier town is near impossible. In an effort to keep the rowdy miners as isolated as possible from the God-fearing settlers, and the cattlemen away from the farmers, you designate areas for your citizens to live, drink, and work. The residential areas range in size and density from small farmhouses to bunkhouses to large ranches. The commercial areas, filled with shops and services, range from individual workshops to big general stores. The industrial areas are cattle ranches, which also range in size.

Building a Seaport will increase your trade and promote growth of your industries. Digging a gold mine will greatly increase the commerce within the village. You won't actually make much off the mine itself, but miners will flock to the mine and spend lots of money in town.

WATER AND POWER

Any town worth livin' in these days has indoor plumbing. You supply water to the residences, farms and ranches by means of either a water wheel or a steam-powered water pump.

TRANSPORTATION

The main mode of transportation in town is walking and riding horses. You also have the ability to set up a railway using steam locomotives for those people in a hurry to get somewhere.

CRIME AND POLLUTION

Your Sheriff will have his hands full with cattle rustlers, claim-jumpers, gold thieves, and all around bad guys.

Pollution is primarily emitted from cattle ranches and slaughter houses.

DISASTERS

You are still at the mercy of most of the old SimCity disasters—earthquakes, floods, fires, and tornados (twisters)—plus balloon crashes, giant killer tumbleweeds, and contamination of your water supply.

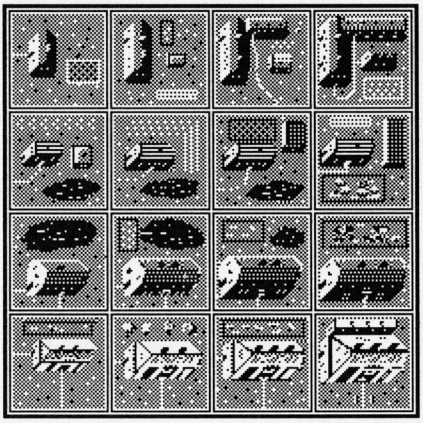
MISCELLANEOUS

- There will be balloons and buzzards in the sky once you build a gold mine.
- Use your plow to clear forests and raze buildings for redevelopment.
- For entertainment, you can go to the rodeo.
- Your fire department is a water tank on wheels.

ZONE EVOLUTION CHART

Density increases from left to right.
Land value increases from top to bottom.

RESIDENTIAL



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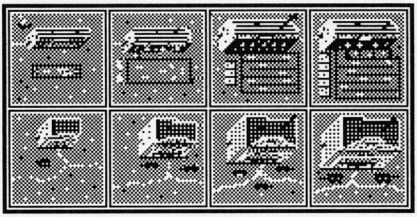

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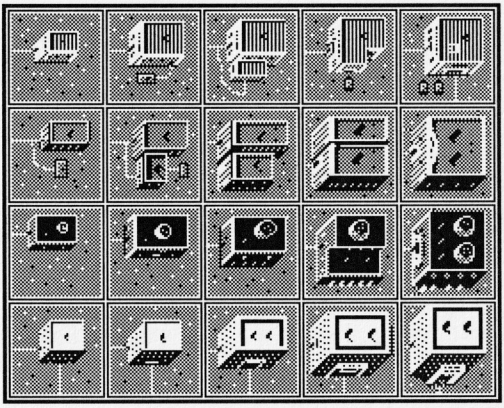

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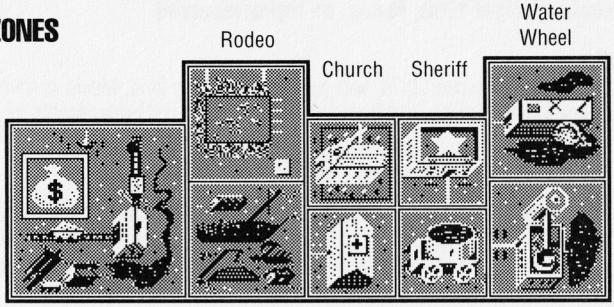

SimCity Graphics Sets

You are about to take on the challenge of designing and controlling cities in different times and different places with the SimCity Graphics Set #1—Ancient Cities. This package contains three complete sets of alternate graphics to be installed into SimCity, The City Simulator, that transport you back in time.

ANCIENT ASIA—A mythical mix of ancient Asian cultures and myths.
MEDIEVAL TIMES—A computerized look at life in the time of castles and dragons.
WILD WEST—City planning for cowboys, ranchers, and miners.

INSTALLING GRAPHICS SETS

These graphics sets must be installed before they can be used. Please see the SYSTEM CARD included in this package for complete installation instructions.

THE GRAPHICS

The zone evolution charts in this manual display the high-resolution monochrome graphics set, which is displayed on the screen on IBM computers in Hercules and MCGA monochrome modes and on Macintoshes with black and white screens. It is also the set that prints on black and white printers for most computers.

Depending on your computer and monitor, you may see differences in the graphics, but they will be close enough for zone identification.

SCENARIOS

These new graphics sets use the original scenario files that came with SimCity. When you load a scenario, it will display the same name and date in the Edit Window as in the original graphics set, but the new graphics will be displayed. The pop-up message window that introduces each scenario will give you some background on the scenario in it's new time and place, give a new name, and describe a new disaster where appropriate.

THE MODEL

The actual mathematical model that runs in the background does not change with the graphics sets. We have reworked the graphics, disasters, sounds and messages to fix (hide?) as many discrepancies between a city of the past and a model of the present as possible.

In spite of our efforts, you will no doubt notice a few inaccuracies...uh, well...we did it on purpose. Yeah, it's a test. See how many mistakes...I mean "Incongruent Features" you can find in each graphics set.

DISCLAIMER

SimCity, The City Simulator, with and without the Graphics Sets, is intended for entertainment and education only. It is not a serious city planning tool. It is not intended to be an accurate reenactment of history or prediction of the future. Maxis accepts no responsibility for decisions made by people who think we are smarter than we really are.

CREDITS

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Computer Artwork: Mimi Doggett, Joanne Ashdown, Lee Gaskin
Documentation & Text Messages: Michael Bremer
Package and Documentation Design and Illustration: Richard Bagel and Kurt West

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Limited Warranty

The SimCity Graphics Sets are provided "as is" without warranty of any kind. Maxis warrants to the original purchaser of SimCity that the diskette will be free from defects in materials and workmanship for ninety days from the date of purchase.

License

As the original purchaser, you have the right to use the SimCity Graphics Sets only on a single computer. You may physically transfer the program from one computer to another provided that the program is used only on one computer at a time. You may not distribute copies of the SimCity Graphics Sets or accompanying documentation to others.

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